



WAVE RACE 64 Operation Card

For detailed information on game operation, please read the accompanying Instruction Booklet.

EmuMovies

Nintendo



START

Pause

Use it when you retire or re-start

Z Button



Throttle

This functions the same as the A Button

R Button

Press the R Button, to slide on the water's surface

C Buttons

Change Camera Angle

Change the position of the camera photographing the game scene



Zoom in and out



Change the camera angle to the left or right as the rider turns -- Press again to return to the original position.

B Button

Dampen The Waves

Press the B Button as you ski over a wave and you can soften the bouncing of your JET SKI watercraft.

A Button

Throttle

To do a *Rocket Start*, press the A Button as the start signal light turns green. Time it correctly and the engine's power level will increase (Level Up) to Max Power.

Control Stick

Handling

When turning, you will turn sharper if you do not release the accelerator.

The farther off center that you tilt the Control Stick, the sharper your turn will be.



Shift Center Of Gravity



Lean forward or backward in order to balance your JET SKI watercraft



Quick Turn

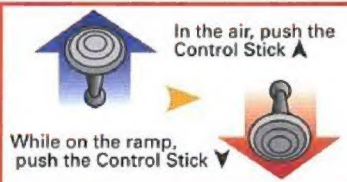
Tilt the Control Stick ∇ , as you turn to do a tight, quick turn -- perfecting this technique is very important



Acrobatic maneuvers will earn points in the Stunt Mode.
 (Make the Control Stick movements quickly.)

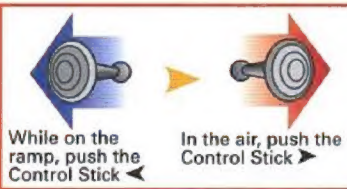
Flip

(Vertical spin in the air)



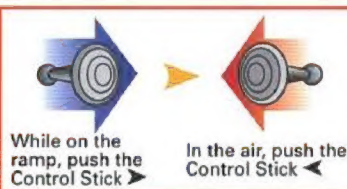
Clockwise Barrel Roll

(Horizontal spin in the air)



Counter-Clockwise Barrel Roll

(Horizontal spin in the air)



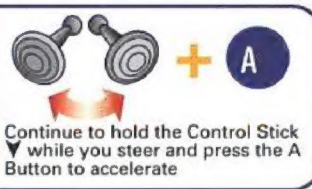
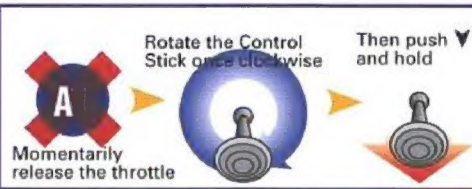
Hand-stand

(Handstand Ride)



Back-ward

(Ride Backwards)



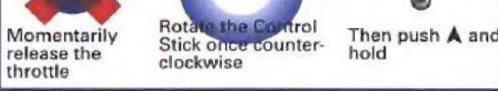
Stand

(Ride standing up)



Somersault

(Do a Somersault)



Acrobatic Operation

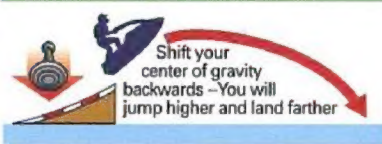
Submarine (Dive Underwater)

When you jump, quickly shift the center of gravity from back to front. When you land, you will dive under the surface.

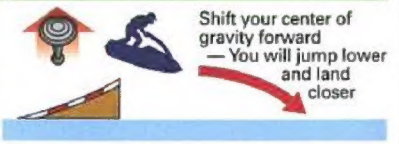


Use the Submarine technique to short cut the course in Time Trials mode, or go through a submerged ring in Stunt Mode.

Jump High



Jump Low





WAVE RACE

TM

Kawasaki JETSKI

Nintendo

NINTENDO AUSTRALIA PTY. LTD.
48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia
NEW ZEALAND AGENT MONACO CORPORATION LTD.
10 Rothwell Avenue, Albany, Auckland

NINTENDO 64



INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® SYSTEM, GAME PAK OR ACCESSORY.



This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

Thank you for selecting the Waverace 64™ Kawasaki Jet Ski Game Pak for the Nintendo® 64 System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Keep this instruction booklet and warranty information in a safe place for future reference.

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THE NINTENDO 64 CONTROLLER

Control Stick Function

The Nintendo 64 Control Stick uses an analogue system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Holding The Nintendo 64 Controller

While playing Wave Race 64, we recommend you use the hand positions shown at right.



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Use your left index finger to operate the Z Button on the back of the controller and your right index finger to operate the R Button on the top.

Connecting the Nintendo 64 Controller

To play any of the one player game modes, you can connect a controller to any of the controller sockets located on the front panel of the Control Deck. For two player games, connect a second controller to any other socket. Player 1 will use the controller connected to the lowest number socket. To change the connection during a game, switch the POWER to OFF, make any controller connection changes, then return the POWER to ON to resume play.



*** You must use two controllers to play the 2 Player VS. Mode.**

1. Before Starting the Game



Correctly insert the Game Pak into the Nintendo 64 Control Deck and move the Power switch to the ON position. Make sure not to touch the Control Stick at this time. When the demo begins, press START to display the title screen. Press START again to display the Game Mode menu.

Championship

You will race your JET SKI watercraft against three computer controlled opponents in a series of races in different locales.

Time Trials

In the Time Trials mode, you will race a course solo in an attempt to get the best time.

Stunt Mode

Your goal is to earn as many points as possible in one lap. This mode is run solo as well.

2P VS.

Raced on a split screen, this mode is a head-to-head match for two players.

OPTIONS

You can change settings or see the records for each game mode.

*** When the Watercraft Select screen appears, press the B Button to return to the previous screen.**

2. JET SKI watercraft Performance

Watercraft Select

On the Watercraft Select screen, a player can choose a JET SKI watercraft that matches his technique or preference from the four available. Select by pressing \blacktriangleright or \blacktriangleleft with the Control Stick and confirm with the A Button.

Watercraft Setting

Each JET SKI watercraft is set to NORMAL as a default. If you would like to keep this as is, press the A Button while the NORMAL button flashes. If you want to make an adjustment, push the Control Stick \blacktriangleright so that the CUSTOM button flashes, then press the A Button. You will adjust three elements: Handling, Engine and Grip. Press the Control Stick \blacktriangleleft or \blacktriangleright to make your adjustments and press the A Button to enter.

**Light**

Turn easily by pushing the Control Stick a small amount.

Handling

This controls how the JET SKI watercraft will turn and is dependent upon how far off center the Control Stick is pressed.

Heavy

Turning will require you to press the Control Stick far off center.

Dash

Accelerate quickly - enables quick starts.

Engine

This determines how fast the engine comes up to its maximum speed.

Top End

Accelerate slowly - enables a higher maximum speed.

Loose

Overall speed will be increased, but you are more likely to slip when turning.

Grip

Water resistance.

Tight

Overall speed will decrease, but you are less likely to slip.

*** Each JET SKI watercraft's basic performance differs, so even when customized identically, they will not necessarily have the same operational abilities.**

*** Your custom data is saved to Game Pak memory.**

• **JET SKI watercraft Selection**

Rider / Ryota Hayami

Country / Japan

Age / 18

Sex / Male

Handling / ★★★

Grip / ★★★★★

Collision Stability / ★★★

Maximum Speed / ★★★★★

Acceleration / ★★★

Skill Level / Beginners ~ Advanced



Rider / Miles Jeter

Country / Canada

Age / 24

Sex / Male

Handling / ★★★★★

Grip / ★

Collision Stability / ★★★

Maximum speed / ★★★

Acceleration / ★★★

Skill Level/ Intermediate ~ Advanced



Rider / Ayumi Stewart

Country / USA

Age / 21

Sex / Female

Handling / ★★★★★

Grip / ★★★

Collision Stability / ★★

Maximum speed / ★★

Acceleration / ★★★★★

Skill Level/ Beginners



Rider / Dave Mariner

Country / USA

Age / 32

Sex / Male

Handling / ★

Grip / ★★

Collision Stability / ★★★★★

Maximum speed / ★★★★★

Acceleration / ★★

Skill Level/ Advanced



Championship

The Championship is a multi-race circuit between four fierce competitors, each one trying to earn the most points. After completing the entire circuit, the overall winner will be determined by totaling all of the points earned. Whenever a record time occurs, it will be recorded into Game Pak memory.

Difficulty Level

There are three levels of difficulty. At first, you can only select NORMAL. If you clear the Final Course, you will be able to select the next difficulty level. As the difficulty level increases, your opponent's speed will increase as will the number of obstacles on the course.

- Normal A 6-course circuit
- Hard A 7-course circuit
- Expert An 8-course circuit

Warming Up

When you select the NORMAL level, you can warm up on the practice course, Dolphin Park, before you begin the circuit. After you become accustomed to operating your JET SKI watercraft, press START to pause the game. When the menu appears, select START THE RACE to go to the first race.

**Course Introduction screen****Course Layout**

You need to finish with at least the rank displayed to advance to the next round. If you have acquired enough points to go on, even if you receive a disqualification (0 Points), the display will be blanked.

Rules**Start Position**

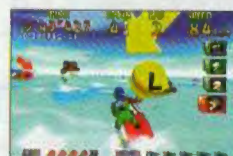
This will change depending on the finishing order of the previous race. The character that came in first place will start from the pole position. In the first race, the player always starts last.

The Number Of Laps

Each race is three laps in length. Using the Option mode, you can change this to four or more laps.

Route Buoy

Red and yellow buoys mark the race course. Make sure to pass to the right of a red buoy, and left of a yellow buoy.

**Engine Power**

If you pass a buoy correctly, your engine's power will increase by one level, and your JET SKI watercraft's speed will increase. Your engine power can increase to a maximum level of five.

Miss

If you do not pass a buoy correctly, it counts as a Miss. When you Miss, your engine power will return to level zero. Should you Miss five times in a race, you will be disqualified from that race.

**Course Out**

If you go outside the pink buoys that surround the course perimeter, the Course Out counter will begin. Unless you return to the course within five counts, you will be retired.



●Screen Display

Elapsed Time
The best lap time will be displayed in red.

Lap Time
The best lap time will be displayed in red.

Finishing Position For Advancement

Rank

Lap Number

Speed

Order
This is the current order of the four racers. As the rankings change, this display changes as well. The player is displayed in the red panel. When the opponent immediately behind you passes the Start/Finish gate, the difference between their time and yours will be displayed. While in the water, any players who have fallen overboard will disappear from their panels.

Number Of Misses
Each time you Miss, an X mark will be made on the markers.

Power Meter
This is the engine power level. When you reach level five, MAX POWER will be displayed.

Opponent Indicator
This indicates the position of the opponent closest behind you.



When you are close to leaving the course, a red arrow will appear to guide you back.



When you pass the Start/Finish gate, the time difference between you and an opponent leading you will be displayed. If you are in the lead, this will not appear.

●Point and Round Clear

Based on the finishing order, each rider is awarded points.

| | |
|--------------|----------|
| First place | 7 points |
| Second place | 4 points |
| Third place | 2 points |
| Fourth place | 1 point |
| Retire | 0 points |

** In the event of a tie at the end of the circuit, the rider who passed the Start/Finish gate first in the final race will be awarded the championship.*

| CIRCUIT RANKING | | |
|--------------------------|------------------------------|--------|
| RANK | RIDER | POINTS |
| 1 | A. STEWART POINTS 1-1-1-1 | 23 |
| 2 | M. JETER POINTS 1-4-4-4 | 13 |
| 3 | D. MARINER POINTS 4-2-2-2 | 10 |
| 4 | R. HAYAMI POINTS 1-2-1-2 | 7 |
| POINTS NEEDED TO ADVANCE | | 1 |

After each race in a circuit, should your total points be insufficient, you will not advance to the next race and the game will be over. The condition for advancing is different depending on the difficulty level you have selected.

Points Needed To Advance

| | Normal | Hard | Expert |
|---------------|--------|------|--------|
| The 1st round | 1 | 2 | 2 |
| The 2nd round | 2 | 4 | 4 |
| The 3rd round | 4 | 6 | 8 |
| The 4th round | 8 | 10 | 12 |
| The 5th round | 12 | 14 | 16 |
| The 6th round | 16 | 21 | 23 |
| The 7th round | | 28 | 30 |
| The 8th round | | | 37 |

Example:

To go to the 4th round when the Normal level is selected, you need to have a total of 4 points at the end of the 3rd round.

●Pause Screen

If you press START during the Championship mode, the game will pause and a menu with four choices will appear.

- **Continue** — Restart current game
- **Retire** — Quit the race — You receive zero points
- **Start From Beginning** — Restart the circuit, same JET SKI watercraft, same difficulty
- **Quit The Game** — Quit this mode and return to the title screen

Time Trials

Race your JET SKI watercraft against the best time and the best lap records. You race the same courses as in Championship mode. Try different settings to improve your best record, even if it is only 1/1,000 second faster.

Course Select and Difficulty Level

You can select any course that you have reached in the Championship mode. (Dolphin Park is not available in this mode.) There are three different difficulty levels. Until you advance to the HARD and EXPERT levels in the Championship mode, you cannot select those levels.



Rules and Screen Display

The basic rules are the same as in the Championship mode. When you pass the Start/Finish gate, the time difference between the current lap and your best time will be displayed. When you pause the game in Time Trials, five menu choices will appear on the screen:



Continue — Restart the current game

Restart — Restart from the beginning.

Watercraft Select — Restart from the Watercraft Selection and Setting screen

Course Select — Change a course.

Quit The Game — Quit this mode and return to the title screen

Initials Entry

Should you make a record, you can enter your initials. Select each letter using the Control Stick. Enter up to three letters with the A Button. Use the B Button to cancel an entry.



Results Screen

After you reach the Start/Finish gate, the top three times and best lap are displayed on screen. (The best times from the Championship mode are included in this list.)



When a record is made with the Normal setting, an "N" will be displayed next to the picture of the JET SKI watercraft. With custom settings, a "C" will appear. If you want to continue to challenge Time Trials, select RETRY when the menu appears.



Stunt Mode

In this mode, instead of competing for speed, you are competing for points. Steady control and acrobatic techniques are required to excel. In Stunt Mode, the key to the highest scores also lies in choreographing your stunt routine. By determining in advance which acrobatic technique to use and when, you will be more successful than if you just ride around doing a few tricks.

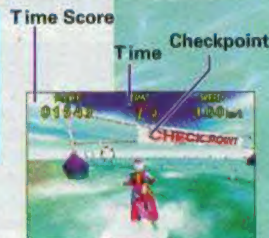
Course Select

You can select from the nine courses, including Dolphin Park. Like Time Trials, you cannot select a course that you have not reached in the Championship mode. The courses are the same as Championship mode, but the types and locations of obstacles differ.

Rules

Check Point and Time Limit

Check Points separate each course into four sections. You have to pass each Check Point within the time limit, scoring as many points as possible. You must pass through the gate to clear the Check Point, otherwise your time will not be extended. You will be disqualified for exceeding the time limit and your game will be over.



Scoring System

Time Score

The time remaining when you pass each Check Point is calculated into your score. Each tenth of a second equals five points.

Ring Score

When you go through a ring on the course, you receive 50 points. Each ring that you pass through consecutively following that will increase the points you receive by an additional 50 points. If you miss a ring, scoring begins at 50 points again.

In this example, 6.5 seconds remain. (65 x 5 = 325 Points!)



Stunt Score

If you input a key command (special controls using the Control Stick) while racing, the rider will do acrobatic moves. You earn different scores with different acrobatic stunts and the accuracy of your performance.

●Acrobatic Moves

(For details, consult the accompanying WAVE RACE 64 Operation Card.)

Flip (Vertical spin in the air)

Using a ramp, you can do a flip. The amount of time you are in the air is calculated as points. When you successfully land, you receive 100% of the points. Miss slightly, (e.g. your legs are out of position), and you get 50%.



Barrel Roll

You will make a slow horizontal spin in the air. The amount of time in the air needed is longer than for a Flip, so you will need to jump higher to be successful.



Handstand

Do a handstand on top of the JET SKI watercraft. You can still steer slightly as you do this. The longer you hold a move, the higher the number of points you will earn. This point is common to the following acrobatics as well.



Backwards

Rotate your body 180 degree and ride the JET SKI watercraft backwards.



Standing

As you twist your body, you will ride on the front of the JET SKI watercraft in a standing position.



Somersault

From the Standing position you can do a somersault and return to the normal racing position. Doing this will add bonus points to the points received for Standing.



●Advice for achieving a high score

- Try to pass all the rings. If you miss even one, it could greatly affect the score.
- With Handstand, Backwards and Standing, if you do the same moves several times within a Check Point, you will not get as many points after the second try. To avoid this, do not repeat the same tricks. Instead try a variety of acrobatic moves.
- Make sure to have enough speed before running up a ramp, so that you can do your trick and still jump successfully.



2P VS.

Using two controllers, two players can challenge each other in a match race. Course selection and the basic rules are the same as the Time Trials mode.

•Watercraft Select

Each player can select the JET SKI watercraft that they like. To begin with, the Player 1 side will feature the original colors, and Player 2 side will have alternate colors. Pressing **A** on the Control Stick will change the color pattern. (You cannot change patterns if you select the same watercraft.)



•Setting The Handicap

After you select the course, you can set the handicap ON/OFF. If you turn the handicap ON, the trailing JET SKI watercraft will have a slightly faster speed.



•Rule

The top half of the screen is for Player 1, the bottom half for Player 2.



When either player reaches the goal or retires, the race is over.



Retire, (quit the current race) can be selected while the game is paused.



The Results screen will display the running win-and-loss tally for both players.

• Time records in the 2P VS. mode are not recorded.

4. Setting the Options

•Name Change

You can change the name of a rider. Changed names are saved, as well as the JET SKI watercraft settings.

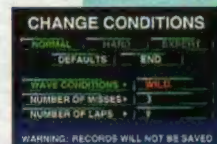
•See Records

You can view the time and score Rankings of each course. On the ranking display screen, you can switch between time and score using **◀** or **▶** on the Control Stick. Use **▲** and **▼** to switch the course being displayed.



•Wave Conditions

For each difficulty level (with the exception of Stunt Mode), you can change several of the conditions in each game mode. However, if you change the Water Conditions to something other than the default, your time will not be ranked.



***Default water condition means the waves at their initial setting. The Random setting results in waves that differ with repeat play. Note: Even if you make the waves Calm, it does not mean you will not see any big waves.**

•Sound

You can switch between Stereo, Mono, and Headphones*, as well as toggle the background music (BGM) during the game ON/OFF. You can even listen to the BGM in this mode.

***If you switch to Headphone mode, you can enjoy a more natural sound while listening with headphones.**

•Erase Course Records

Erase course times or scores from saved data.

•Save And Load

Exchange or erase Game Pak and N64 Controller Pak memory data. For more information, please read the following pages.

5. Using the Nintendo 64 Controller Pak™

Using an N64 Controller Pak (sold separately), you can copy the Game Pak's saved data and take it with you.

Why use an N64 Controller Pak?

By copying the data saved in an N64 Controller Pak to a Game Pak, you can compare the times and scores, and create a new ranking that unifies the records of both the N64 Controller Pak and Game Pak. If you load the saved data from your N64 Controller Pak to someone else's Game Pak, you can easily compete for the best times and scores. (Be careful, since doing this can overwrite the data in another person's Game Pak.)

Because you can carry your watercraft Custom Settings in an N64 Controller Pak's memory, you can easily play with the Watercraft Settings that you are accustomed to when you play at a friend's house.

Since you can duplicate and save the data of a Game Pak's memory you can restore the copied data from the N64 Controller Pak, even if you accidentally erase the records in your Game Pak.

*** Because the data that can be saved in an N64 Controller Pak is identical to the data being saved in the Game Pak memory, you need not have an N64 Controller Pak to play the game normally. Note: The course clear data from the Championship mode cannot be transferred to the N64 Controller Pak.**

How to use the N64 Controller Pak

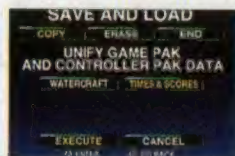
*** Before you use it, make sure to read the instructions that accompanied your N64 Controller Pak.**

*** Do Not remove or insert an N64 Controller Pak when the system power is on.**
* The data saved for this game will require two pages of the N64 Controller Pak's memory.

Correctly install the N64 Controller Pak in Controller 1, then select Save and Load from the OPTION menu.

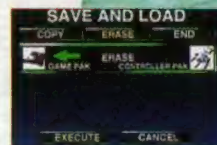
Copying Data

Select COPY, and use ◀ or ▶ on the Control Stick to aim the arrow on the screen in the direction you want to transfer the data, press the A Button to begin.



Erasing The Data

All the data saved in the Wave Race 64 Game Pak or N64 Controller Pak will be erased. Select Erase, and aim the arrow at the data you want to erase.



Error Messages when you Save and Load

If something went wrong, or if the Copy or Erase does not execute correctly, a message will be displayed. The following are the solutions for each message.

INSUFFICIENT BLANK PAGES IN CONTROLLER PAK

The N64 Controller Pak already contains saved data, and it does not have enough space for the two pages needed for this game. To display the N64 Controller Pak menu screen, press and hold START while either turning the power switch to the ON position or pressing RESET. Erase any old, unwanted data, to free up enough space for two pages required by this game. Caution: Once deleted, saved data cannot be restored.



INSERT CONTROLLER PAK IN CONTROLLER 1

The N64 Controller Pak is not correctly connected or not in Controller 1. Caution: If you remove and insert the N64 Controller Pak while copying, saved data could be lost.

UNABLE TO FIND WAVE RACE 64 DATA

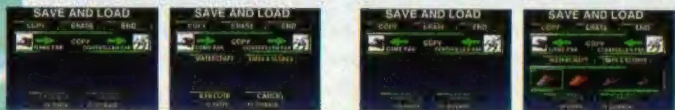
This game's saved data does not exist in the N64 Controller Pak. Copy data from your Game Pak to the N64 Controller Pak to create the data for Wave Race 64.

UNABLE TO COPY

UNABLE TO ERASE

CANNOT READ CONTROLLER PAK DATA

Make sure each component is correctly connected again, and repeat the Copy or Erase procedure. If this message still appears, please contact the Nintendo Consumer Service.



Your Watercraft data and Time Score data are copied in separate operations.

IMPORTANT**CAUTION**

This Nintendo game is not designed for use with any attachment, "back-up" or game altering device. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device or attachment carefully to avoid bending, breaking or damaging the connectors and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact your local authorized Nintendo distributor.

- **NINTENDO HELPLINE** 190 224 1001
(LEGION CALL RATE AT 75 CENTS PER MINUTE)

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To receive this warranty service, contact Nintendo's Head Office.

The undertaking to repair or replace the product will not apply if the (GAME PAK) has been damaged, after sale to the original consumer/purchaser, by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

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48-52 Dunlop Road, Mulgrave, Victoria 3170 Australia
Phone : (03) 9265-9900

• **NINTENDO HELPLINE** 190 224 1001
(LEGION CALL RATE AT 75 CENTS PER MINUTE
Calls from mobiles and public phones attract a higher rate.)